



Halls of Montezuma

Scenario Booklet

Macintosh, Amiga and Apple IIGS Versions

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A DESIGN TUTORIAL

Taken from Amiga-Manuals-Website

PART ONE

GAME TUTORIAL

1. Your First Battle

It is September 13th, 1847. Ten thousand men under General Winfield Scott are about to assault Mexico City. Not many Marines are present but it's quality, not quantity, that counts. Your task is to use these men to crush resistance at Chapultepec, move swiftly along both causeways to capture the gates to the city and then strike for the Halls of the Montezumas. Following these tutorial instructions will get you started. We recommend that you refer to the Game Manual for further details about the various game mechanics.

As well as this tutorial, you'll need to have the game map in front of you and to have located the appropriate area for the Mexico City scenario. Keep the Game Manual handy. Use the reference card appropriate for your computer.

2. Starting Up

Open the Mexico City scenario from the scenario folder. Colour Mac users should select the Mexico City (c) scenario; monochrome Mac users should select the Mexico City (b&w) scenario.

The game preparation screen will appear and three choices have to be made for each side. The Mexicans are going to be commanded by the computer so click in the radio button below the Mexican headquarter description. Do not make the Mexicans enhanced. The Americans will be under human control (that's you) and you can select enhanced if you wish to be absolutely sure of winning your first game.

Go to the Environment menu and select Play from it.

3. Reviewing Your Forces

The game map opens and to the right of it is the Command Window. All of your orders are issued through the Command Window.

The picture in the top left corner tells you the current weather while the time of day, the date, the weather forecast and the extent of any air superiority is displayed to the right of the picture.

Before issuing orders we'll review our forces, examine the battlefield, the objectives and the enemy forces.

The display menu contains seven items. The five items above the line are on-off switches.

The Objective switch will reveal/hide the location of the objectives assigned to your forces. Holding the mouse button down while the cursor is positioned over an objective will tell you its name, which turns it is active, how many victory points (VPs) you earn for capturing it and how many turns to date you have held it. Objectives which have been assigned to the division currently displayed in the Command Window will be identified by a flashing star icon instead of the cross-hair icon.

The Minefields switch will reveal friendly minefield hexes. There are none of these in the scenario.

The Control switch will reveal the exact location of the front line. Knowing which hexes are under friendly control is very important for maintaining supply lines.

The Arrival Hex switch will tell you where reinforcements are scheduled to arrive.

The Units switch will temporarily remove units from the map to allow you to examine the battlefield.

The two items below the line are reports.

The VP Report presents a breakdown of the situation to date. It tells you the result if the game were to end at this point.

The Objectives Report summarizes the details of all your objectives in a single table. Clicking on an objective in the table will centre the map on that objective.

Whenever the cursor is positioned on the map and the mouse held down, you will be told the type of terrain in the hex and who controls it. If friendly or enemy units are in the hex, you will be given details about them.

4. Issuing Orders

Back to the Command Window. There are three buttons below the weather picture which correspond to the three American divisions. When the window opens, the first of these divisions (Pillow's) is displayed. Below these buttons you are told the condition of Pillow's division. A single click in a division button will select that division. A double click in a division button will open up the dialog box which contains the division's asset battalions. Pillow's division has three asset units; one cavalry and two artillery. These units may be assigned to any regiment from the division on a turn by turn basis.

Similarly, there are four regimental buttons, although only three of them are active in this scenario because Pillow's division has only three regiments. The information panel to the right of the buttons displays information about the high-lighted regiment.

At the bottom of the Command Window is a palette of 12 orders which can be issued. Not all of them will be available at any one time. Reading from left to right and from top to bottom the orders are Reserve, Objective, Enemy Unit, Deploy, Defend, Delay, Support, Prepare, Probe, Assault, Exploit and Wake Up (used only at night).

Click in the top regimental button. This is Caldwell's regiment. Its current order is defend. You can confirm this by holding down the mouse over the order icon and a small dialog box will open up to identify it. The regimental information tells us the regiment is ENGAGED and this defines which orders are available to us. The enemy target unit is high-lighted on the game map.

Give this regiment a Probe order by clicking on the Probe icon from the Orders palette. It's 1847 so there isn't any air support available. Similarly, give a Reserve order to the second regiment (Clarke) and a probe order to the third regiment (Garland).

Now go to the second division (Quitman) and issue prepare orders to both regiments (P. Smith and Shields). Double click on Quitman's division HQ button. There are four asset battalions available; one marine, one engineer and two artillery. Both artillery battalions are assigned to P. Smith's regiment. Click on the 4th battalion (Hug), then click on the second regimental HQ button. This action will transfer the artillery battalion from P. Smith's regiment to Shields' regiment.

During the game it is vital to continually monitor your asset battalions. Switch them to whichever regiment needs them the most. When losses mount and/or the asset becomes fatigued, place in it reserve (i.e. click on the reserve button instead of a regimental HQ button).

The third division (Twigg) has no movement points (static) and not much of a job. They must stay where they are, but the Mexicans will probably come visiting anyway.

5. The First Turn Reviewed

We have issued probe orders to Caldwell's and Garland's regiments from Pillow's division, and prepare orders to P. Smith's and Shields' regiments from Quitman's division. We have examined all the troops in our command and switched a divisional asset in Quitman's division. Now it's time to fight. Go to the Play menu and select *Run 5* from it.

6. The Computer's Role

Combat and movement will then occur. The Mexicans will not attack you on this first turn, so you will get a combat report from each of your attacks. Click the OK button to continue after each report.

After the first turn is finished you will be returned to the Combat Window.

7. The Game Plan

War being what it is, it is not exactly possible to tell what may have happened by now. The defenders of Chapultepec may have routed or they may still be there. If they are, use the Assault order for both regiments from Quitman's division. This will certainly finish them off. If they have already retired from the field there will be no shortage of replacements which will stream out from Mexico City along the causeway on the first turn. Quitman's division has the task of removing these obstacles and capturing the Belen Gate. Keep pushing forward. Use the Probe order to concentrate your men if you are only in CONTACT, and then the Prepare order followed by the Assault order when you are ENGAGED with the enemy.

Pillow's division must lend a hand on the first day, to clear Chapultepec and the road junction it commands. Sometime on the second day you should have pushed the Mexicans back far enough to allow you to swing north and take the San Cosme gate. To do this you will have to be in the READY state; i.e. not in CONTACT or ENGAGED. Use the Reserve order if necessary to withdraw from contact. Don't do this until the Mexicans are at least four hexes from the road junction otherwise you will just get caught up in the fighting. The battlefield narrows towards the causeway anyway, so there won't be the room to fight. Once you have taken San Cosme Gate, press on to the Halls of the Montezumas.

Twigg's division has an unenviable job. Unable to move, all he can do is fight any Mexicans who come his way. Conserve your efforts and you should outlast your attackers, who should soon have other problems.

8. Tactics

Some brief points to help you on your way. These remarks are amplified in the game manual. Your men are superior to the Mexicans and should win any contest of arms. Don't get carried away and assault more than once a day. Too many assaults result in exhausted men who have run out of supplies, so watch your supply and fatigue status.



PART TWO

THE SCENARIOS

1. MEXICO CITY

September 13th, 1847

"I knew I could not be wrong, so long as the enemy in large numbers were ahead" Captain George H. Terret

"I believe if we were to plant our batteries in hell the Yankees would take them from us" Santa Anna, after the fall of Chapultepec

"God is a Yankee" was his Chief of Staff's reply

The assault on Mexico City was the culmination of a three year war between the USA and Mexico. The proximate cause of the war was the election of James K. Polk to the presidency in 1844, on an expansionist platform. At this time Texas, New Mexico, Arizona and California belonged to Mexico, but the resident American whites were keen to join the United States of America.

The war started in April 1846, and the US Navy quickly blockaded all major ports on both coasts of Mexico, which had no navy to speak of. At this time the marines were an integral part of the navy, and their main task was to guard ships and ports. They numbered about 1,000 men.

The Navy, aided by the Americans already in California, eventually conquered San Francisco, Los Angeles and San Diego, securing the future state. The next step was to invade Mexico and force it to peace. Major General Winfield Scott commanded the American Army in this incursion. He was persuaded by Henderson to include Marines in the invasion force, since they were a permanent trained force, and many of Scott's volunteers had served their time and returned home.

When the Army reached Mexico City on the August 8th, 1847, the Marines were disgusted at having been used to guard the supply trains, thus missing the battles (such as they were) so far. The battalion of 357 men was commanded by Lieutenant Colonel Samuel E. Watson, and was attached to the division of Brigadier General John A. Quitman.

Scott's Army numbered 10,738 men, and faced a Mexican army of about 32,000 commanded by the self-styled Napoleon of the Americas, Santa Anna. The Mexicans were massed south of the city (the direction from which the Americans were approaching), so Scott decided to attack from the west. On 7th of September he used Brigadier General William J. Worth's division to assault a group of heavy stone buildings called Molino del Ray, which guarded the western approaches and were resolutely defended by the Mexicans. They took it, but ruined the division in doing so.

On Monday, September 13th the attack proper started. The first and main obstacle was Chapultepec, a steep hill surrounded by walls. It was defended by about 900 soldiers and a handful of cadets - known ever afterwards to Mexicans as the Niños Heroicos. Quitman's division was assigned the difficult south face, as a diversion from the main attack by Brigadier General Gideon Pillow's division up the west face. To the east of the hill, the Mexicans had garrisoned a vital road junction with a battery of artillery and some entrenched infantry.

The attack was a success. Special storming parties, including some Marines, were formed

and equipped with ladders and pick-axes. These were to take the lower walls while the bulk of each division provided covering fire. They were quickly pinned down under the intense crossfire from the walls and from the force at the road junction. Then, by sheer persistence the pioneers of Pillow's division won the walls, and the brigade on the right flank cleared the road junction. The bulk of both divisions, including some Marines, swept up the hill and captured the fortress.

Captain George H. Terret took his company of about 30 Marines and raced up the western causeway towards the San Cosme gate, the last defended position before Mexico City proper. Joined by one Ulysses S. Grant and about 20 men, they stopped a counter-attack by some Mexican lancers, then routed a force of over 1,000 enemy foot en route. Heavily outnumbered, they assaulted and took the gate against determined resistance, becoming the first troops to set foot in Mexico City itself. They had far outrun the rest of the Army, and were forced to return to the road junction. This gate was eventually re-taken by Worth's division that evening.

The rest of the Marines, with Quitman's division, advanced along the eastern causeway and established themselves inside the Belèn gate before nightfall, after a fierce fight. The Mexicans counter-attacked several times, but could not press home against the American artillery and musketry.

Overnight the city fathers persuaded Santa Anna to abandon the city to prevent damage to the buildings and civilian population. By morning the Americans discovered that the Mexicans had withdrawn and abandoned the city out of consideration for the populace, and the low morale of the Mexican army and its commanders.

Up until this time the Marine standard had borne the motto: "To the Shores of Tripoli". On their return to Washington the people of that city presented the Marines with a new banner and a new motto: "From Tripoli to the Halls of the Montezumas". Thus a piece of Marine Corps history was born.

SCENARIO NOTES

Because this battle is somewhat outside the time period that the **Battlefront Game System** is designed to cover, the time scale has been expanded. Historically all the action took place in one day, but this scenario is four days long with each day representing one normal turn. This allows the numerous small skirmishes that happened to still occur while giving the Americans time to get to their objective, the Halls of Montezuma.

The scenario as created departs from history to add interest to both sides. The assumption is that the Mexicans stood and fought for their city on the second day rather than evacuating it. The Mexicans now have a chance to conduct a limited offensive in the southeast of the map, possibly spoiling the US attack in the centre.

The research for this game was the most difficult yet, and the Mexican OB is necessarily substantially guess-work. The names of the units are real ones, but further hard information is limited.

While not as challenging as the other scenarios, Mexico City is nevertheless of historical interest and a good learning scenario.

PLAYER'S NOTES

THE MARINES. You must make the running. Assault Chapultepec defenders and their supporting units with everything possible until they are eliminated, as they block your way to the city. Then advance along both causeways towards Mexico City. Pillow's division should take Belen Gate and Quitman's division the San Cosme Gate. After that you will have some

street fighting in Mexico City. You will have to fight your way through a fair few units to be able to take the Halls in time.

MEXICAN FORCES. There is only a limited amount you can do to affect the game. Make an immediate and swift advance down to the objectives at the south of the board, and try to capture one of them. You will have to attack very carefully, as your offensive capability is small. Be prepared to run back to the city as soon as the US approach the Belen Gate.

SCENARIO VARIANTS

(1) Assume the Americans had launched their attack from the south, their direction of approach. Move all US units to the southern board edge east of the swamp.

(2) Assume the Americans had suffered more disease and supply difficulties (as they might well have done). Reduce all US admin and supplies to 2.

2. BELLEAU WOOD

May 28th - June 18th, 1918

"Retreat, hell. We just got here!" Captain Lloyd Williams, USMC

1918 was the decisive year of World War I. The Russians had surrendered in 1917, and huge numbers of Germans were transferred to the western front. The German commanders had decided to try to end the war before the new American divisions could arrive in numbers. Their massive offensives of March-May 1918 threw the Allies reeling back towards Paris, and once again the French government made plans to evacuate the city. The US 3rd division played a vital part in stopping their drive at Château-Thierry.

The Germans wheeled right at this check, moving along the Marne instead of trying to cross it. This brought them to the area of Belleau Wood, from which they ejected the dispirited French in the last days of May.

The 4th Marine Brigade, made up of the 5th and 6th Marine Regiments, was part of the 2nd US division. They were holding a line from the Paris-Metz highway on the right, through Lucy-le-Bocage, to Hill 142 on the left.

On June 3rd, the Germans continued their attack towards Paris, advancing from the Wood towards Lucy-le-Bocage, the centre of the Marine line. The well-trained Marines held their ground and shot the German attack to a standstill. This was the climax of the German advance.

The Germans knew that their advance on Paris was finished, so they dug in inside the woods and waited. The Marines were not to disappoint them. Early on June 6th, 26 years before D-Day, the Marines went in to the attack. Their inexperience was to cost them dear: they had failed to send out patrols to gauge the defence, and had believed the French reports of no enemy troops in the woods. The woods had in fact been converted into a mini-fortress, with barbed wire and a network of interlocking machine-gun nests, and manned by an experienced regiment of Germans.

The epic battle of Hill 142 went on all day. At one point the Marines nearly took Torcy, at another they nearly lost the hill itself. But by 5 pm, the appointed hour of the main assault, they held the hill, depleted but firm.

There was no pre-assault artillery bombardment, as this was to be a surprise attack - but the Germans were expecting them. As Sergeant Dan Daly started to lead his men into the withering fire from the woods, he turned to them and exhorted: "Come on, you sons-o'-bitches! Do you want to live for ever?"

The centre and right of the attack did somewhat better, since they did not have to cross such expanses of open ground as did the left. One platoon in the centre actually managed to fight their way through the Wood, only to be cut down as they emerged into the open.

The right flank's task was to capture Bouresches, to anchor that flank of the main assault. Twenty three men, the remnants of one company took and held the town for half an hour against counter-attacks until reinforcements arrived.

By the end of the day the 4th Marine Brigade had taken 1,087 casualties (about 60% of its infantry strength), more than in their entire history up to that point.

The following day, June 7th, was a day of rest for the Marines. Disorganized, with many small units shattered, it was all they could do to hold their ground and feed in reinforcements and ammunition. The Germans put in an attack at around midnight but were stopped cold.

At 4am on June 8th, the Marines of the 3/6th Battalion were ordered out of their foxholes again. After 6 hours of heavy fighting with no perceptible result, the attack was called off and the battalion withdrawn from combat. The German defence had again been underestimated.

June 9th was spent in an enormous artillery duel, with the Americans and French raking the woods from end to end, and the Germans shelling Lucy-le-Bocage and Bouresches and the ground between. On the next day, June 10th, 1/6th Battalion advanced up the long axis of the Wood from the south, while 2/5th Battalion attacked from the west across the deadly wheat fields. The two units were able to link up, but, due to exhaustion and casualties, were unable to further dent the Germans' determined defence.

The following day saw the 2/5th Battalion advancing, so they thought, north east through the woods. Taking heavy casualties, they struggled in platoons and companies through the dense forest. When they emerged from the cover of the trees, they reported back that they had taken the north of Belleau Wood. Unfortunately, they had been traveling west, and had merely crossed the Wood at 90 to the defensive lines. They had accidentally rolled up much of the Germans' southern defence line, but exposed their left flank to the remaining Germans.

General Pershing had already announced to the world that the Marines had taken Belleau Wood, so the local commanders set about making that news true. The Germans were prepared because the preliminary bombardment had overshot by 1000 yards, leaving the front line undamaged. The Germans fought back with everything, including mustard gas. Despite the fierce combat, the eastern half of the Wood was captured by the Marines that day.

Due to the mix up in position, the 1/5th and 2/6th Battalions, coming to relieve the 2/5th, found the west of the Wood full of Germans. Finally, on the morning of the 15th, the Marines were able to get a toe-hold in the western side of the woods. Gas had caused so many casualties by now that the whole 4th Marine Brigade was judged unbattleworthy, and was relieved by the US 7th infantry, who failed to make any headway in the next week.

To break the log-jam, the 3/5th Marines Battalion was brought back to 'clear' the northern part of the woods - resistance still being reckoned to be light. The Germans had manned their line with three fresh battalions, to hold the remainder of the Wood. The attack quickly ground to a bloody halt.

The whole of the Marine Brigade was now recalled for action. At 5pm on the 25th June an attack went in, after a proper all-day bombardment. The attack was spearheaded by the 3/5th Battalion, with the now-veteran 2/5th and 3/6th Battalions on the flanks. The attackers took heavy casualties, but the artillery preparation had knocked out many enemy machine-guns, and they were running out of reinforcements. On the morning of June 26th, men of the 3/5th Battalion finally reached the northern edge of the Wood, and were able to signal "Woods now US Marine Corps entirely". The cost was 1062 killed and 4121 wounded Marines.

The defence by the Marines saved Paris and removed the last German chance to win the war.

SCENARIO NOTES

The scenario begins when the first German attacks hit the French forces in front of the Wood on the 28th of May, and continues for 87 turns until the Marine Brigade is withdrawn for refit on the 18th of June.

The French division is made brittle to simulate the forced withdrawal it made on about the 1st of June. By this time the Germans should have occupied the Wood and Hill 142.

PLAYER'S NOTES

THE MARINES (AND SOME FRENCH). You must first conduct a careful defence with your fragile French troops. As soon as a regiment approaches its brittleness rating, withdraw it. You can often stop the Germans advancing beyond the Wood until the US troops arrive.

With the US troops in hand you must make continual assault on the Germans in and around the Wood, where the victory points are. You have good admin and supply values, so your damaged units will recover quickly. You must, as always, rotate your units as they get tired or low on supplies.

GERMAN FORCES. You must quickly establish yourself in defensive positions as far forward as possible. If you can disrupt the Americans as they come on the board, so much the better. Your divisional admin and supply values are not good, so do not indulge in frequent counter-attacks.

SCENARIO VARIANTS

- (1) Assume the French make a good stand here. Remove the brittleness flag and increase their divisional admin and supply values to 4. This will unbalance the game severely, so ...
- (2) Assume the Germans had got their logistics as well organized as their tactics. Increase their divisional admin and supply to 5 each.
- (3) Assume that the Wood had not exercised its powers of fascination over the Allied commanders. Delete both objectives for both sides within the Wood, as well as the two adjacent hills.

3. IWO JIMA

February 19th - March 6th, 1945

"Uncommon valour was a common virtue" Admiral Chester A. Nimitz

Operation Detachment, the plan to capture the island of Iwo Jima in February 1945, was a vital part of the American strategy of island-hopping their way to Japan. Possession of Iwo Jima and its two airfields (with a third under construction) would cut the Japanese links with the huge expanses of ocean that they still controlled. It would also enable the air force to escort the B29s now bombing Japan from the Marianas Islands. It was thus an obvious target - a fact which was itself obvious to the Japanese.

The Japanese armed forces had suffered an almost unbroken string of defeats for over two years. Even their prepared defences of islands had resulted in far more casualties for themselves than for the attackers. They looked to change this with a range of new tactics. Gone would be the reliance on fanatical banzai charges to decide the issue. They had proved wasteful of manpower, and had not succeeded in a single instance, close though they were to the heart of the Japanese warrior.

Iwo Jima was to be fortified to the limit. The island consisted of the relatively small Mount

Suribachi in the south, and the larger Motoyama Plateau in the north (supporting the airfields), connected by a plain of volcanic sand. This sand would cause great problems for the Marines, as it was too soft to dig in properly, and virtually prevented running. "Like trying to fight in a bin of loose wheat" was the comment of the 4th Division's official history. Both elevated areas were naturally endowed with hundreds of caves, which the Japanese augmented and interconnected with kilometres of tunnels. Thousands of concrete emplacements were built, and the Japanese spread their supplies, ammunition, and 21,000 men over many sites so that they would not all be destroyed or captured at once.

The American plan for the invasion was simple. They would use two Divisions of Marines for the main invasion, the 4th and 5th, and hold the 3rd in reserve to be committed if necessary. The only possible landing place was the eastern shore of the volcanic plain, where eight Battalions would alight on the first day. This meant that there was inevitably going to be incredible congestion on the first day, no matter how well the landing went, with over 50,000 men packed into 2 square miles of open plain - the Japanese gunners would find it difficult to miss.

The Americans had also taken account of their experiences in previous invasions. Each Battalion now had an assault platoon attached, equipped with flamethrowers, bazookas and satchel charges. The tank Battalion increased their numbers of flamethrower tanks. A two day bombardment from hundreds of warships would take care of the surface defences.

The landings occurred in the early morning of February 19th, 1945. The Japanese held their fire until the Marines stepped ashore from their am-tracks, then let loose with artillery and mortar fire in an intensity unequalled in the Marines' history. The two Divisions making the initial assault suffered 2,300 casualties in the first day, taking an area only half that of the first day objectives. The Marines scooped shallow foxholes in the volcanic sand and waited for the usual counter-attack ... which never arrived. Few Marines had even seen a live Japanese soldier so far, and no prisoners were taken.

The next few days were spent in cutting across the island, and working through the preliminary defences at the base of the Motoyama Plateau, including the first airfield. At this stage the 4th Division held the left flank and the 5th Division the right. Most of the 3rd Division was soon committed to the fight in the central front, as units ran low on men and officers.

February 23rd (D+4) saw the historic capture of Mt Suribachi by the 28/5th Regiment, with the famous flag-raising under fire. The Secretary of the Navy, James V. Forrestal, witnessed this from off-shore, and said to the Marines' commander, Holland Smith,: "The raising of that flag on Suribachi means that there will be a Marine Corps for the next 500 years". Smith turned to an aide and whispered "When the war is over and money is short they will be after the Marines again, and a dozen Iwo Jimas would make no difference". How right he was.

The Japanese defenders fought with their typical dogged skill, not giving ground where unnecessary, not expending themselves uselessly in counter-attacks, using the terrain and their superb spotting positions on the top of the Motoyama Plateau to the best advantage. Often they would let the Marines advance past a hidden position, then open fire from the rear. There seemed to be no front line on the island; areas that were thought to have been 'secured' had to be cleared and cleared again before they were safe.

The island campaign would not be over until March 16th, as the exhausted Marine Divisions slowly eliminated the pockets of resistance in the north of the island. The Japanese garrison had, in the main, died in place as ordered. The 21,000 defenders had caused 28,500 casualties to the attackers; the first time in the Pacific campaign that the Japanese had inflicted more casualties than they had taken.

SCENARIO NOTES

The whole island of Iwo Jima was covered by Japanese defensive works. To simulate this all terrain is more resistant to attack, especially by artillery, than would otherwise be the case. To allow for the exposed and crowded US positions along with the well prepared Japanese artillery, all Japanese artillery ratings and strengths have been increased. The Japanese units with zero movement allowance represent the fact many units, while forbidden suicide attacks, had no qualms about suicide defence. Many expected to die in place.

The original game in this series, *Battlefront*, included a scenario on the Marine invasion of Saipan in 1944 and Issue 3 of *Run 5* included a scenario on the Guadalcanal campaign.

PLAYER'S NOTES

THE MARINES. Your only task at first will be to win a beach-head large enough to deploy your troops. The 5th Division must head for the West Coast and also contain Mt Suribachi. The 4th Division must capture Airfield 1. Be prepared for some high casualties in doing so, especially from minefields. The 5th must then clear Mt Suribachi. When you have the necessary room you can rest, reorganize and then drive north.

The 5th should drive along the western coast to Hill 362a and Hill 362b. The 4th must clear the Amphitheatre before assaulting Hill 362c. When it arrives, the 3rd can assist in the south if necessary, before striking up the heart of the island for Airfield 2 and Motoyama.

While you have excellent troops, they must be carefully managed to ensure victory. KIA'd units, especially armour will be expensive in victory points.

The US has large numbers of OBS points during the day. These are necessary for a successful attack but can also be used to repulse the expected Japanese attacks on weakened units.

JAPANESE FORCES. Your job is to hold on to key terrain features and delay the US advance as long as possible. Your artillery units can give you an edge in attack if allocated carefully. Attacks at night will be most effective due to the absence of the overwhelming US OBS. Attacks in bad weather should be considered for the same reason. Attacks should only be made against US units in bad shape. Units who have spent some time in minefields are obvious candidates.

Your men will be most effective in their forts, so these should not be abandoned lightly. If you can keep the US player off balance and unable to concentrate his power you can win.

The 109th Division has responsibility for the defense of the North, with the 2nd Brigade and the Navy defending the Amphitheatre and Turkey Knob respectively.

SCENARIO VARIANTS

(1) The 3rd RCT of the 3rd Marine Division remained in reserve and were not committed at Iwo Jima. Assume that they were used and land them after the 9th RCT. Model them on the 9th RCT but make the three infantry battalions strength 12 and the artillery unit strength 4.

(2) The D-Day weather for Iwo Jima was excellent, with very light seas. Assume that the weather deteriorated, hampering supply operations. Reduce the Supply value by 2 and the admin value by 1 for all regimental HQs of the 4th and 5th Divisions.

(3) Assume that the preliminary bombardment had been more effective. Remove three forts of the US player's choice.

4. OKINAWA - THE SHURI LINE

May 10th - 22nd, 1945

"You cannot by-pass a Jap because a Jap does not know when he is by-passed" A Colonel of the 96th US Infantry Division

Two weeks after the campaign on Iwo Jima was officially over Operation Iceberg, the invasion of Okinawa, began. The decision to take Okinawa was made at the same time as that for Iwo Jima, and for much the same reasons.

The Americans thought they knew what to expect after the Iwo Jima campaign. A fanatical defence of position after position, each having to be winkled out by flamethrowers, demolition charges, and sometimes even direct fire from 14" naval guns. There were known to be around 100,000 defenders on the island, good quality troops in the main, well supplied with artillery and automatic weapons.

The Japanese planned to defend the southern third of the island as they had the northern part of Iwo Jima - tunnels, caves, concrete emplacements and a strict ban on vain suicide attacks. This part of the island contained the best defensive terrain, as well as four air-bases, the port of Naha, and the best beaches and anchorages. The rest of the island would be covered by delaying forces, and left to the acknowledged US superiority in air and sea power. The defenders included the crack and experienced 62nd Division, the green 24th Division and the 44th Mixed Brigade, as well as numerous independent small units, including 10,000 naval troops, the elite 5th Artillery Command, the 27th Tank regiment and 20,000 native Okinawans (Boetai).

The Americans hit the island with everything they had. Carrier planes and B29s bombed airfields in Formosa, Japan and other nearby islands to suppress Japanese raids and kamikaze missions; a full week was spent pounding the island from sea and air. The invasion force consisted of the 7th, 27th, 77th and 96th Infantry Divisions, and the 1st, 2nd and 6th Marine Divisions, accompanied by 1,500 ships of all types.

The landings began on April 1st and initially went well. The Japanese had chosen not to contest the beaches. The 1st Marines landed and were held in place to act as the local reserve. The 6th Marines were given the task of clearing the north of the island, as they were not as experienced as the other Marine divisions. The 2nd Marine Division performed a landing feint near the south eastern corner of the island to pin Japanese reserves.

On the 6th of April the gigantic battleship Yamato, the pride of the IJN, sailed on a one-way mission to interdict the US Navy off Okinawa. The Allied air forces had kept an eye on her, and detected the movement straightaway. Within 24 hours, she joined her cousins on the sea bottom. But she had done some good: the distraction allowed a huge aerial kamikaze attack to achieve unprecedented success. An air armada of 700 planes, over half kamikazes, struck the US fleet. Six ships were sunk and seventeen damaged. If this rate of success was continued, the kamikazes had a real chance of delaying or even stopping the Allies at Okinawa.

It took until April 8th for the two Army divisions to work their way through the scattered defenders and outposts up to the main Japanese defensive line along Kakazu ridge, one of a series of rugged terrain features that ran directly across the US line of advance. These defences were part of the first Shuri defence ring, a fortified line extending across the island through the town of Shuri, which was an ancient castle and the centre of the defences.

By April 12th, the defenders had brought the Americans to a standstill. The men would work their way up a hill through artillery, mortar and machine-gun fire, take the crest, and then be pinned down or driven back by the main Japanese position on the reverse face of the slope,

almost immune from indirect fire. The 'blowtorch and corkscrew' tactics developed by the Americans, referring to the use of flamethrowers followed by demolition charges, were needed at almost every step. Often the defenders of a position were entombed alive and by-passed, only to appear elsewhere having escaped through a tunnel.

The Japanese command was divided between the cautious realists, led by the highly competent General Ushijima, and the 'fire-eaters', the junior and less experienced officers. Encouraged by the course of the battle thus far, Ushijima gave the fire-eaters their way on April 12th, and put in a six battalion attack that night. The Americans had decoded the signal flares using a captured signal book, and were prepared. By the light of star shells from the ships off-shore, US firepower blew the attack apart before it could get going. Still the Japanese persisted until the 14th, when Ushijima finally put an end to the slaughter. It was a return to the worst of Japanese tactics, relieved only by the lack of the suicidal and unproductive banzai charges.

Lt. General Buckner, Tenth Army commander, decided on a large frontal attack to crack the tenacious defensive line. On April 19th all three front line divisions (XXIV Corps) went over to the offensive.

The preliminary bombardment was ferocious. Over 600 planes, 18 warships and 300 guns opened up. The net result was estimated later to be about 200 Japanese dead. The defenders reappeared from their tunnels when the barrage stopped, and halted the advance in its tracks. The longest gain was around one kilometre in the west; many units ended the day on their start lines.

The 2nd Marine Division was again used for a landing feint to distract the defenders, who were in fact expecting another landing. In one of the most unfortunate decisions of the campaign, the experienced 2nd Marines were then sent back to Saipan, not having seen action on Okinawa at all.

But the strain told on the defenders. Every gun, man or position lost could never be replaced. Slowly the Japanese were forced back by the unrelenting pressure. On the night of April 23rd/24th, the Japanese fell back to their second line. After a month of combat, the US Tenth Army was in trouble. Three infantry divisions, the 7th, 27th and 96th, had attacked for all they were worth against the first Japanese defensive line for three weeks and had taken more casualties than metres of ground.

There were two alternatives available to Buckner at this point: he could use his reserves (1st and 6th Marine and 77th Infantry Divisions) to replace his exhausted front line units, or he could make another landing behind the Japanese defensive lines.

Buckner chose the first course for two main reasons: he was in a hurry, and organizing another invasion would mean two weeks of delay; and he feared "another Anzio, but worse". The 27th and 96th Divisions were pulled out on the April 30th and replaced by the 1st Marine and 77th Divisions respectively. The 7th had to wait another 10 days until the 96th was ready to return.

At first the fresh troops made little difference. For a week, the US troops advanced perhaps two kilometres in the centre, and less on the flanks. The Americans had run into the second Shuri line of the defence ring. The men had to go through it all again; the names changed but the tactics remained the same.

Ushijima once more allowed himself to be talked into an offensive. Encouraged by the stalemate at the front, he planned an attack for May 4th, to be accompanied by massive kamikaze strikes on the US Navy. The 24th Division, the 27th Tank regiment and the 44th Mixed Brigade were to lead the assault, and miscellaneous small units would make landings behind the American front to disrupt supplies and communications.

After a half-hour barrage of over 13,000 rounds, the attack went in early in the morning. The coastal landings were an abysmal failure; most were penned in or destroyed within minutes of debarking. The main assault met the fate of the earlier attack: US firepower rapidly decided the issue.

Incredibly, another assault was put in the next night, and actually achieved a small breakthrough. By the next day, the Americans had restored the front and killed all of the successful attackers. The two attacks had cost the Japanese hundreds of planes, 5,000 casualties, almost all their tanks, and 60 precious guns. The US losses amounted to six ships sunk, six damaged, and 720 land casualties. The Japanese attack was another expensive failure.

By May 11th the refreshed 96th Division was brought back into the line to replace the 7th, and the 6th Marine Division was added to the western flank. Buckner scheduled an all-out attack along the whole line for that day. The Japanese, certain by now that no second landing was coming, committed most of their reserves. The fighting went on, hardly moving, for ten days.

At the end of this period, the Japanese line was in danger. Both flanks were bending back, and the Americans were on the outskirts of Shuri in the centre. On the east coast, there was a real possibility of a breakthrough as the US troops opened a gap between the Japanese and the shoreline. At this point the rains, unseasonably late, started. Much of the front became a sea of mud, even stopping am-tracks. The only significant advance was made in the west, where the Marines finally took the town of Naha, largest in Okinawa but virtually deserted now.

The Marines also began to outflank Shuri to the south west. The situation looked desperate to General Ushijima, as he had no hope of reinforcement. The only viable option open to him was to abandon the hard-fought-for Shuri line and retreat into the very southern portion of the island, where a last defensive line had been prepared.

The Japanese took advantage of the cover afforded by the constant rain to stage their withdrawal, skilfully covered by a rear guard. The withdrawal was complete by May 28th, but the Americans only realized that it had happened at all on the 30th, when a Marine unit slipped through a gap in the rear guard and took Shuri castle. Even then, the town proper held out for another day. When the men finally entered the ruined town, it was deserted.

SCENARIO NOTES

The scenario begins with reformation of the III Amphibious Corps as the 6th Marines enters the line to the right of the 1st. The resulting bloody struggle for the Shuri line was only stopped by the cyclonic storms that commenced on May 22nd and rendered offensive action impossible.

The Japanese defended their positions to the death and withdrew only under the cover of the storms. To simulate this many Japanese units have zero movement allowance.

Each side will take heavy losses and if both have held at the end then the issue may be decided by casualties inflicted as well as objectives held.

PLAYER'S NOTES

THE MARINES. You must conduct a steady and calculated assault on the Shuri line to be successful. Careful co-ordination of assets and OBS is essential. Marine losses will be high but your excellent supply and elite troops should allow you to maintain steady pressure. Watch for any weakening in the Japanese lines and hold try to hold any gains without overreaching. Pushing exhausted troops, even marines, can result in disaster.

The 1st Marines' ultimate objective is Shuri Castle, but Dakeshi must be reduced first. The 6th Marines must cross the Asa River and assault the Sugarloaf and Horseshoe hills which dominate the Shuri Line in the 6th Division's sector. These must fall before the Japanese rear areas at Kokuba can be taken.

JAPANESE FORCES. Many of your units are dug in and these must form the backbone of your defense. The mobile units you control are essential for shoring up the weak points caused by US assaults. Holding the line is your only aim as in so doing you will have caused heavy losses to the US. Your units will also suffer but you may be certain that the US player is probably suffering in at least equal measure.

The Shuri Line must be held. The 44th Independent Brigade is responsible for Sugarloaf, Horseshoe, Hill 55 and Makuba. The Navy is responsible for the Naha area including Makishi, while the 62nd Division defends Wana and Shuri Castle.

SCENARIO VARIANTS

(1a) Assume that Japanese kamikaze attacks are having a greater than historical effect on US shipping. Reduce divisional and regimental supply values by 2 points.

(1b) You can also assume that the US carriers were being somewhat diverted and reduce the reliability of US OBS by 2.

(2) Assume that heavy rains which stopped the US offensive arrived earlier. Reduce the scenario length by 4 days.

5. OKINAWA - THE FINAL REDOUBT

June 4th - 19th, 1945

"It's all over now but cleaning up pockets of resistance. This doesn't mean there won't be stiff fighting but the Japs won't be able to organize another line" General Buckner, May 31st 1945

By early June, when the rains had subsided, the Americans were advancing faster than ever before. They had come three kilometres in a week - fast by Okinawan standards. They started to by-pass the Oroku peninsula on the west coast, held by the troops of Admiral Ota's naval base force. On June 3rd, two regiments of the 6th Marine made a landing on the northern point of the peninsula. The landing by sea was considered easier than moving the men in the mud.

The remainder of the Japanese forces on the island, about 30,000, had retreated to a new line in the south. Only one third of these, however, were trained infantry. The Japanese were running out of men. The support troops fought as bravely as the rest, but not so well. The now-familiar process of prising the defenders out of every nook and cranny in the convoluted hills continued. Tanks were of little use, as the ground was still soft from the rains.

Again the Marines and the GIs faced the daunting prospect of resolutely held ridge lines raining mortar and machine-gun fire on them as they struggled up the slopes. The Japanese had very few heavy guns left, which eased the Americans' task somewhat. General Ushijima sensed the end was at hand, as the first ridge line fell in only 12 days. On June 17th, the Japanese front collapsed, so Ushijima, after one final, futile counter-attack, ordered his men to infiltrate through the US lines and carry on guerilla warfare in northern Okinawa. He and his staff took refuge in a cave near the island's southern shore. He committed hara-kiri on June 22nd, when US troops approached.

General Buckner was killed on June 18th by an artillery shell, in the final days of the drama that was Okinawa. He was the highest ranking American officer to be killed in combat in WWII, and he died only two months before the end.

The total Allied losses were 49,000 casualties, of which 9,700 were naval personnel - the worst losses in the navy's history. The naval dead (4,900) outnumbered those of any other service in the campaign. They also lost 221 tanks (over half the original force), 36 ships sunk and 368 damaged, and 763 planes.

The Japanese losses were 110,000 troops and thousands of civilians. They also lost 16 ships sunk and 4 damaged, and, incredibly, 7,800 planes. But they had served their emperor well, and delayed the Allies by 83 days - nearly three times as long as originally estimated by the Allied planners.

The island fighting had shown that the only way to deal with determined defenders who would not surrender was with fighting men of equal skill and determination who would not relent.

The desperate, resolute and intelligent defence of Okinawa by the Japanese must have been a factor in the decision to drop the atomic bombs on Japan. After all, if they fought in that fashion for an island populated by people they considered their inferiors, how would they fight for their homeland?

SCENARIO NOTES

The Japanese vacated the Shuri line under cover of the heavy storms. After the rains abated somewhat, the US forces took up the pursuit. This scenario depicts the contribution of the Marines to the closing stages of the Okinawa campaign. Movement costs are greater than in the Shuri scenario due to the sodden ground.

PLAYER'S NOTES

THE MARINES. You must drive south and assault yet another fortified line. To win you must clear Oroku and breach the Japanese defences near Kunishi Ridge. The Japanese troops are weaker now but still occupy formidable positions, so all previous comments about assaulting fortified lines still apply. Be prepared for the arrival of the 8th R.C.T. late in the game. A fresh unit can make all the difference.

The 1st must attack towards Itoman, clearing important terrain around Dakiton, en route. Once accomplished, the main defensive line on the Kunishi Ridge must be penetrated to reach Makabe.

The 6th Marines has been split into two groups to clear the Oroku Peninsular. Once cleared the 6th should proceed south and support the 1st by striking Kyamu.

JAPANESE FORCES. You still have excellent positions, but the quality of your troops has suffered. You must be extremely careful in choosing attacks. Base units and Boetai are not suitable for any real offensive action. If you can delay the fall of Oroku and hold the line at Kunishi, you should win.

The Ad Hoc formation must delay the advance of the 1st Marines on Itoman. The Navy defends Oroku to the death. The 24th division holds Kunishi Ridge and then makes its last stand at Makabe.

SCENARIO VARIANTS

(1a/1b) Same as Shuri.

(2) Assume that the 8th R.C.T. clean up their small island objectives earlier. Change their arrival to turn 25.

(3) Assume that the rain clears earlier and therefore allows easier movement. Adjust all the movement values for all terrain to that used in the Shuri scenario. Also adjust the movement allowance of US divisional HQs, which were reduced to reflect the logistical difficulties of the poor ground conditions.

(4) Assume that more of the Japanese 24th Division's battalions remain intact for the defence at Kunishi. Substitute standard rifle battalions for the Boetai battalions used and add 1 to the experience rating of all 24th Division rifle battalions.

6. PUSAN - SACHON

August 6th - 12th, 1950

"Following Brigade rapid advance from Chindong-ni to Sachon in which this Brigade attacked, overcame, and pursued the enemy, the 25th Infantry Division directed the withdrawal of this Brigade in order to hold a defensive position and mop up enemy resistance in the zone of action of elements of the 25th Division" 1st Provisional Marine Brigade order, August 13th 1950

The 1st Marine Brigade, consisting mainly of the 5th Marine Regiment, landed at Pusan on August 2nd, and was to go into action on the 7th. The plan was to launch a counter-attack on the very southern end of the North Korean front, to draw NKPA attention and reserves from their anticipated attack on the centre of the US line. The attacking forces were designated Task Force Kean, and consisted of the Marines, the 5th Regimental Combat Team (RCT) and two regiments of the 25th Infantry Division.

The attack would jump off from the coastal town of Masan and head towards Chinju, cutting off a large peninsula and threatening the right flank of the entire NKPA line. The 35th Regiment of the 25th Division would take the inland road through Pansong, the 5th RCT would accompany the Marines down to Chindong-ni and then cut across to Pansong, and the Marines would take the longer coast road through Kosong and Sachon - their first major objective.

Facing TF Kean was the NKPA 6th Infantry Division, reinforced with the 83rd Motorcycle Regiment. This force was also about to put in an attack, hoping to stage an 'end run' on the weak left flank of the UN forces and roll up their line. The initial set-up advances of these two forces collided at Chindong-ni on the night of August 6th/7th.

From then until the morning of the 9th the fighting swirled around the hills overlooking Chindong-ni. The NKPA positions here were eventually wiped out and the advance began to get under way. The Marines headed south along the coast road, and arrived at Taedabok Pass, a narrow defile 15km short of Kosong, on August 10th. The day was spent clearing the hills overlooking the pass of an ambush.

When the lead elements of the force arrived in Kosong the next morning, they surprised about 100 vehicles of the NKPA 83rd Motorcycle Regiment. Good co-operation between the ground troops and Marine Air Group 33 ensured their destruction, at a cost of two Corsairs down. The 24km from there to the village of Changchon were almost uncontested.

The Marine Brigade was now fighting on two fronts 40km apart, facing in opposite directions. Their leader, Brigadier-General Craig, commanded from a helicopter. At midnight on the 12th/13th, the rest of the Brigade received orders to withdraw back to the Chindong-ni area. As they started to move in the early morning, an all-out NKPA attack hit them. One platoon was overrun, and the pressure did not let up until dawn, when artillery and air power forced the attackers to retreat.

The Marines were finally free to withdraw from combat to prepare for MacArthur's masterstroke - the landing at Inchon.

SCENARIO NOTES

The exact composition of the NKPA units is uncertain. Nevertheless the names, locations and approximate strengths are correct. Both sides are given as night combat capable to simulate

the NKPA's preference for nocturnal combat and the Americans' demonstrated ability to cope with it. The Marines have been split up into company-size units to reflect their actual employment.

PLAYER'S NOTES

THE MARINES. You must first deal with the extensive NKPA forces on your flanks. They should be wiped out if possible, but leave the GIs to deal with them and push the Marines south as soon as practical. You must take Sachon and/or Chinju to secure victory.

The American 25th Infantry Division must hold Masan and Chindong-ni. The 1st Marine Brigade are to attack along the path Kosong-Changchon-Sachon-Chinju.

NORTH KOREAN FORCES. You must make the best use of the limited forces you have. Leave one 'regiment' (actually a battalion) of the 13th Regiment to tie up the Allies near Chindong-ni, and withdraw the rest into the rough to regroup. You can then strike east at Masan, south at Chindong-ni or west at Pansong. Chinju and Sachon must not fall.

SCENARIO VARIANTS

(1) Assume that the NKPA had been prepared for the attack. Move their units to a sensible defence line, say from Paedun-ni along the south side of the road to near Pansong, then north. Allow them 10 mine and 10 fort hexes, to be placed at will.

(2) Assume that the Marines had not been depleted by pre-war budget cuts. Use the blank Allied third division to create the 1st Marine Regiment, similar to the 5th already there. Place it anywhere that is Allied controlled at the start of the game.

7. INCHON - SEOUL

September 15th - 27th, 1950

"Mr President: By the grace of a merciful providence our forces fighting under the standard of that greatest hope and inspiration of mankind, the United Nations, have liberated this ancient capital city of Korea." Douglas MacArthur to President Syngman Rhee, September 29th, 1950.

With the addition of large numbers of UN (mostly American) troops, the situation around Pusan had finally stabilized. The NKPA, in its last offensive gasp, had taken the key town of Taegu, but outnumbered and battered, could go no further. General Douglas MacArthur, commander of the UN forces in Korea, had decided to stage an amphibious landing behind the NKPA lines to retake Seoul and cut the supply and communications lines that ran through there. Inchon was chosen because it was the closest large port to Seoul.

Despite five days of air and two days of sea bombardment, the landing on September 15th took the NKPA by surprise. The harbour islands of Wolmi-do and Sowolmi-do were captured, after a severe pounding, with light casualties. By the end of the first day the Marines controlled most of Inchon and the surrounding hills.

On the next day, the two Marine regiments attacked out of Inchon along the highway towards Seoul, leaving the KMC to secure the town. After a short, sharp fight to take Ascom City, the 5th Marine regiment and the KMC turned north towards Kimpo, site of a large airfield, while the 1st Marine Regiment headed east towards Yongdungp'o, an industrial suburb of Seoul just across the Han river from Seoul proper.

After beating back some determined but hopeless counter-attacks, the 5th Regiment took the airfield and some hills to the south east that overlooked it. By the morning of the 18th, the airfield at Kimpo was secure. The next day it was being used as a base for Marine air

squadrons. The 1st Marines were having a harder time of it. Halfway between Ascom City and Sosa, a group of NKPA ambushed the lead platoon, but were repelled with a loss of over three hundred by tank and aircraft fire. It had been the Marines' hardest fight so far.

The 5th Regiment were now ordered to cross the Han and take Haengju, preparatory to moving on Seoul itself. The recon team that preceded the crossing forces had failed to check the crest of nearby Hill 125, and gave the all-clear signal. As the crossing started, NKPA bullets and mortar bombs hit the water and shore around the Marines. The unprepared LVTs and am-tracks beat a hasty and unauthorized retreat.

Embarrassed by this repulse, the Marine commanders ordered the battalion concerned (3/5th) to cross in force at 6.30am that same day. A single company was sent across in LVTs and am-tracks, and made it over almost unhurt. The three platoons then assaulted and took the hill. The rest of the regiment crossed over during the day.

The 1st Regiment now concentrated on Yongdungp'o. They took the hills overlooking the town, then had to retake them, due to an administrative blunder. Having captured the last hills outside Yongdungp'o, the regiment plunged into the city at dawn on the 21st. Fierce resistance cost the Marines many casualties, and the twin drives, from the northwest and southwest, were stopped. One company, however, had penetrated into the very centre of the city.

Between 9pm and midnight, the company fought off five strong attacks by NKPA infantry. The 5th Marine Regiment was in position in front of the hills that run along the northern side of Seoul on September 22nd. These hills were defended by the 25th Brigade, veterans of the Chinese Civil War. There was hard fighting ahead for the men of the 5th Marines.

The next three days saw combat as fierce as any the Marines had ever seen. The NKPA small-unit leadership and tactics in the hills were impeccable, and they put in several locally successful counter-attacks. The Marines were told that the capital was to be taken by the 25th, so that General MacArthur could announce its liberation exactly three months after its capture. By the 24th much of the hill line had been cleared, but there was no slackening of enemy resistance.

Major-General Almond, commanding the X Corps, changed the attack plan. The 32nd Infantry and the 17th ROK Regiment were ordered to cross the Han south of Seoul and take the city's defenders in the rear. For the first time in the campaign, the 1st Marine Division was fighting as a division.

At 7am on September 25th, the UN forces entered Seoul from three directions; the 5th Marines finally swept the hills clear and entered from the northwest, the 1st Marines had crossed the Han and entered from the southwest, and the Army troops had taken South Mountain and entered from the southeast. The announcement of Seoul's capture went out on time.

The announcement was, however, somewhat premature. The NKPA still held the bulk of the city, and none of the captured areas were secure. Units had to constantly about-face and retake a building or city block to clear out infiltrators. The initial caution against use of supporting fire, to preserve the city, evaporated with the need to take the city swiftly.

Two more days of close-in street fighting were required to clear the city centre and take Government House. The NKPA proved skilled in city combat; everywhere were barricades, ambushes, mines and booby-traps. Finally, as the evening of September 28th drew in, the North Koreans gave up the fight and started withdrawing to the north. The next day, to the sound of distant cannon, with an honour guard composed chiefly of Marines, General MacArthur handed the remains of the city over to President Rhee. The lightning strike at

Seoul, together with the conventional attack at the Pusan perimeter, had shattered the NKPA. Of the 130,000 men that had poured across the border three months ago, less than 30,000 got back.

SCENARIO NOTES

The game starts at noon on September 15th and goes for 50 turns until the 28th, when the capital had fallen and was secure. Again both sides are flagged as night capable to simulate the almost 24-hour-a-day combat that occurred. The Marines are split up into companies to conform with their employment.

PLAYER'S NOTES

THE MARINES. You must advance swiftly to capture Yongdungp'o, then swing your Marines either north or south (preferably both) to take Seoul. The airfield must be cleared for the air-landing troops that will arrive on turn 38. The Marine Division has a string of objectives Haengju-To Nth Korea-Government House and must attack them in order. The 32nd Regiment has solely Seoul 3 as divisional objective for the southern approach. The UN's Miscellaneous unit has the Kimpo airfield to mop up.

NORTH KOREAN FORCES. You must defend carefully. You will not be able to attack with any prospect of success until the US player gets men into Seoul. Your troops there, especially the 25th Brigade, are quite good. The reinforcements from the south that arrive on turn 8 can be used as defenders of Yongdungp'o, or can launch an end run on Inchon itself. The 31st Division has been given the task of fighting for Government House, a highly symbolic building.

SCENARIO VARIANTS

(1) Assume the NKPA had got around to laying mines off Inchon (they were going to any day ...). Reduce all Allied troops landing in the first two days by 1 strength point and 2 fatigue points, and stretch them out so that only two units plus a HQ land each turn.

(2) Assume the complimentary Allied offensive had been more successfully prosecuted than it had. Remove the NKPA reinforcements from the south and one regiment from Seoul itself.

8. HUE

February 8th - 23rd, 1968

"But by the middle of February, he [the NVA] was through. He had not gained the popular support he expected. The American presence in Vietnam was unshaken. The Vietnamese armed forces ... had done surprisingly well ... not a single ARVN unit defected. He had won no battle field victories, held no new territory, and in I Corps alone had used up the equivalent of three divisions." General William Westmoreland

Hue was another story. The beautiful ancient capital had always been something of an open city thus far in the war, and was not properly defended. In less than a day, seven Communist battalions took almost the entire city. The only holdouts were the MACV (Military Assistance Command, Vietnam) compound south of the river, and the headquarters of the 1st ARVN Division within the imperial citadel.

Early on January 31st, A/1/1st Company Marines arrived at the MACV compound. They were soon joined by G/2/5th Company and a tank platoon. The compound was safe. Reinforcements composed of F and H/2/5th Marines joined them on the 1st and 2nd of February respectively, followed by B/1/1st Company on the 4th. The five companies were

organized into two (understrength) battalions, the 1/5th and 2/5th. Not until February 9th did the Marines recapture the whole city south of the river.

Meanwhile, north of the river, the 3rd ARVN Regiment reinforced by three airborne battalions was making slow, steady progress, moving from the northeast corner (where the ARVN HQ was located) towards the southwest.

Three days later, after further calls from the ARVN, the Marines moved into the old city north of the river. Monsoon rains nullified airpower. The US Marines took the left flank, the ARVN Marines the right, with the 3rd ARVN Regiment in the centre. It was eleven days of hard house-to-house, block-by-block combat before the bulk of the NVA in the city had been eliminated.

The NVA had committed between eight and eleven battalions to the battle, under the aegis of the 6th NVA Regiment. Facing them were three understrength battalions of Marines and thirteen ARVN battalions, although not all at the same time. West of the city five US Army battalions had been used to cut the NVA supply lines to the hills.

Militarily speaking, the Tet offensive in general and the Hue battle in particular were a disaster for the North Vietnamese. The Viet Cong organization in South Vietnam was shattered, the NVA severely battered, and no lasting results were obtained. But politically it must be counted a success. The US public were shaken to discover that an enemy supposed to be on the brink of defeat could deal such a blow.

SCENARIO NOTES

This scenario depicts the second phase of the fighting in the old city north of the river. It begins with the US marines in position after being re-deployed north to support the ARVN regulars and marine units who were making slow progress against strong enemy resistance in the old citadel. Their final goal is the Palace of Peace located near the southern wall.

PLAYER'S NOTES

THE MARINES (AND SOME ARVN). You should maintain a steady pressure while fully utilizing available fire support points. Any VC infiltrations must be swiftly dealt with while maintaining constant progress toward your objectives. You must take territory to win.

NVA/VC FORCES. You must delay the enemy advance with skilful defence. Don't waste your strength with fruitless assaults. Attack only small, tired, enemy units. It doesn't matter how many of your men survive at the end of play; if you can hang onto the major objectives, you'll win.

SCENARIO VARIANTS

(1) Assume that additional marine armour support was committed to the fight in the Citadel. Activate the armour asset of the marine division by giving it a maximum and current strength of 6. The remaining information necessary to activate the battalion is already in the database.

(2) Assume the NVA command structure had not been disrupted by a B52 strike (as it was). Increase all NVA admin, leadership and supply values by 1 at division and regiment levels.

EPIOLOG

"We're professional soldiers. We fight any enemy the President designates" Commandant David M. Shoup, 1961

Looking back at the history of the USMC, we can see that, from uncertain beginnings, it evolved into an organization that acquired, through its exploits, a reputation for military skill and determination unexcelled by any force of comparable size in the world.

To a great extent it has been able to live up to its billing. Its popularity is both deserved and necessary. There is no doubt that without the support from Congress and the general public that the Corps has enjoyed in the past and enjoys today, the armed forces of the USA would long ago have been deprived of an elite fighting arm that has always been 'The First to Fight'.



PART THREE

A DESIGN TUTORIAL

"Making Marines"

The following example is a simple introduction to the use of *WarPlan*™. In it we will give the United States some more marines at Iwo Jima. Open the Iwo Jima scenario to work on and then select *WarPlan*™ from the Environment menu. The Iwo Jima map will open and to the left of the map will be the Tools window. See *Fig 6* in the Game Manual. This window contains all the tools used in map and unit creation and placement.

The hand icon is used both to access the unit database and to place them on the map. Double click on this icon and the Order of Battle or (OB) window will open. See *Fig 8* in the Game Manual. The top left of the window contains the icons for each side, along with buttons for selecting them. Obviously you can only edit one side at a time. Select the US side.

The window shows the divisional HQ buttons along the top, as they appeared in the Command Window, and the regimental HQ buttons below. Click on the first division HQ button. The second and third regiments will be defined and have their component battalion icons to the right. The first and fourth regiments are undefined (as shown by the question mark) and their battalion icons are empty.

We will now define Regiment 1. Double-click on the first (top) regimental HQ button (currently a question mark). A dialog box will appear so we can enter the regimental HQ details. See *Fig 9* in the Game Manual.

Make the following entries; HQ ID (R.C.T. 3), HQ Type (Marine), Admin (6), Leadership (7), Supply (7), Brittle (0). The Return key enters the data in a field, the Tab key moves the cursor the next field and Shift-Tab moves it back one field. Any field can be selected by clicking on it with the mouse. When you have finished press the Done button.

You will see that the regiment HQ button has changed from a question mark to the normal shape. To the right of the regiment are the battalion icons. Double-clicking on a battalion icon brings up the battalion dialog box. It works just like the regimental dialog box.

Double-click on the first battalion icon of the first regiment. Enter the following details; Battalion ID (1st), Unit Class (0), Arrival Mode (3), Equipment (1), Movement (12), Arrival Turn (26), Max. Strength (12), Cur. Strength (12), Tactical Rating (12), Range (0), Fatigue (7), Experience (7). When you are finished, instead of hitting the Done button, use the Bat button. This takes you to the next battalion in the same regiment. Enter the details for the next two battalions in the same way, but make the IDs (2nd) and (3rd) respectively.

The fourth battalion is an artillery battalion. Enter Battalion ID (12a), Unit Class (13), Arrival Mode (3), Equipment (4), Movement (14), Arrival Turn (27), Max. Strength (4), Cur. Strength (4), Tactical Rating (9), Range (15), Fatigue (7), Experience (6).

After creating the fourth battalion you should see four landing craft icons opposite your new regiment. Now you have to place these on the map. To do that just click on the battalion you want and drag it onto the map, releasing the mouse button when it is in the desired position. The current cursor co-ordinates are displayed in the bottom left of the map window. The co-ordinates for each battalion (in order) are (8,17), (9,16), (8,17) and (9,16).

Save your altered scenario under a different name and you can test it out.

Run 5 Magazine

Additional scenarios have been published in our support magazine, *Run 5*. Each issue contains at least two new scenarios for our various game systems as well as suggestions on game play, variations to existing scenarios, order of battle information for scenario designers, errata (features?) and historical articles.

The magazine is a very useful tool for anyone interested in getting more from their original investment in the game. Subscription details are provided on a separate enclosure.